THULSA DOLDRUMS, aka "THE COBRA COMMANDER"

WITCHLIGHT CARNIVAL SNAKE-CHARMER

Entertainer — Warlock (Great Old One [Dendar the Night Serpent]) 1
Medium Humanoid (Yuan-ti Pureblood [MP:MotM]), Neutral

Armor Class 12
Hit Points 10 (1d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6
Skills Acrobatics +4, Animal Handling +3, Arcana +1, Nature +1, Performance +8
Feats Skill Expert (+1 Cha, Animal Handling proficiency, and Performance expertise)
Tool Proficiencies Disguise kit, Musical Instrument (Pungi)
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common
Proficiency Bonus +2

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

SPECIAL TRAITS

Awakened Mind. Tulsa's alien knowledge gives him the ability to touch the minds of other creatures. He can telepathically speak to any creature he can see within 30 feet of him. He doesn't need to share a language with the creature for it to understand his telepathic utterances, but the creature must be able to understand at least one language.
By Popular Demand. Thulsa can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, he receives free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as he performs each night. In addition, Thulsa's

performance makes him something of a local figure. When strangers recognize him in a town where he has performed, they typically take a liking to him.

Magic Resistance. Thulsa has advantage on saving throws against spells.

Poison Resilience. Thulsa has advantage on saving throws he makes to avoid or end the poisoned condition on himself. He also has resistance to poison damage.

Pact Magic. Thulsa's arcane research and the magic bestowed on him by his patron have given him facility with spells.

Serpentine Spellcasting. Thulsa knows the *poison spray* cantrip. He can cast *animal friendship* an unlimited number of times with this trait, but he can target only snakes with it. Starting at 3rd level, he can also cast *suggestion* with this trait. Once Thulsa casts it, he can't do so again until he finishes a long rest. He can also cast it using any spell slots he has of 2nd level or higher. Charisma is his spellcasting ability for these spells when you cast them with this trait.

Spellcasting. Thulsa is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

- Cantrips (at will): *eldritch blast* (1 beam [1d10]), *friends*, *poison spray* (1d12)
- 1st-5th level (1 1st-level slot): *armor of Agathys*, *dissonant whispers*, *hex*, *Tasha's hideous laughter*

Spellcasting Focus. Thulsa's Arcane Focus is a blackened talisman depicting a coiled serpent that he uses as the spellcasting focus for his warlock spells.